Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD SUNK 3001 EN /2012 Effective October 1, 2001 CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [SMALL ENTITY **TOTAL CLAIMS** OR RATE FEE RATE FEE FOR NUMBER FILED NUMBER EXTRA BASIC FEE 370.00 BASIC FEE 740.00 OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR 62 INDEPENDENT CLAIMS minus 3 = ጭ X42= X84= MULTIPLE DEPENDENT CLAIM PRESENT OR +140= +280= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR 1902 aims as amended - part II OTHER THAN Column 1) (Column 2) HESI AVAILABIE (Column 3) SMALL ENTITY OR SMALL ENTITY CLAIMS HIGHEST REMAINING NUMBER ADDI-ADDI-PRESENT AFTER **PREVIOUSLY** RATE TIONAL **EXTRA** RATE TIONAL AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM X42= -X84=) OR +140= +280= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING NUMBER ADDI-PRESENT AMENDMENT ADDI-**AFTER PREVIOUSLY** TIONAL RATE **EXTRA** TIONAL RATE AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM X42= X84 =OR +140= OR +280= TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING ADDI-ADDI-

NUMBER PRESENT AMENDMENT **AFTER PREVIOUSLY EXTRA** AMENDMENT PAID FOR Total Minus ** Independent Minus FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

ADDIT. FEE The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

RATE

X\$ 9=

X42=

+140=

ADDIT, FEE

TOTAL

TIONAL

FEE

RATE

X\$18=

X84=

+280=

TOTAL

OR

OR

OR

OR

TIONAL

FEE